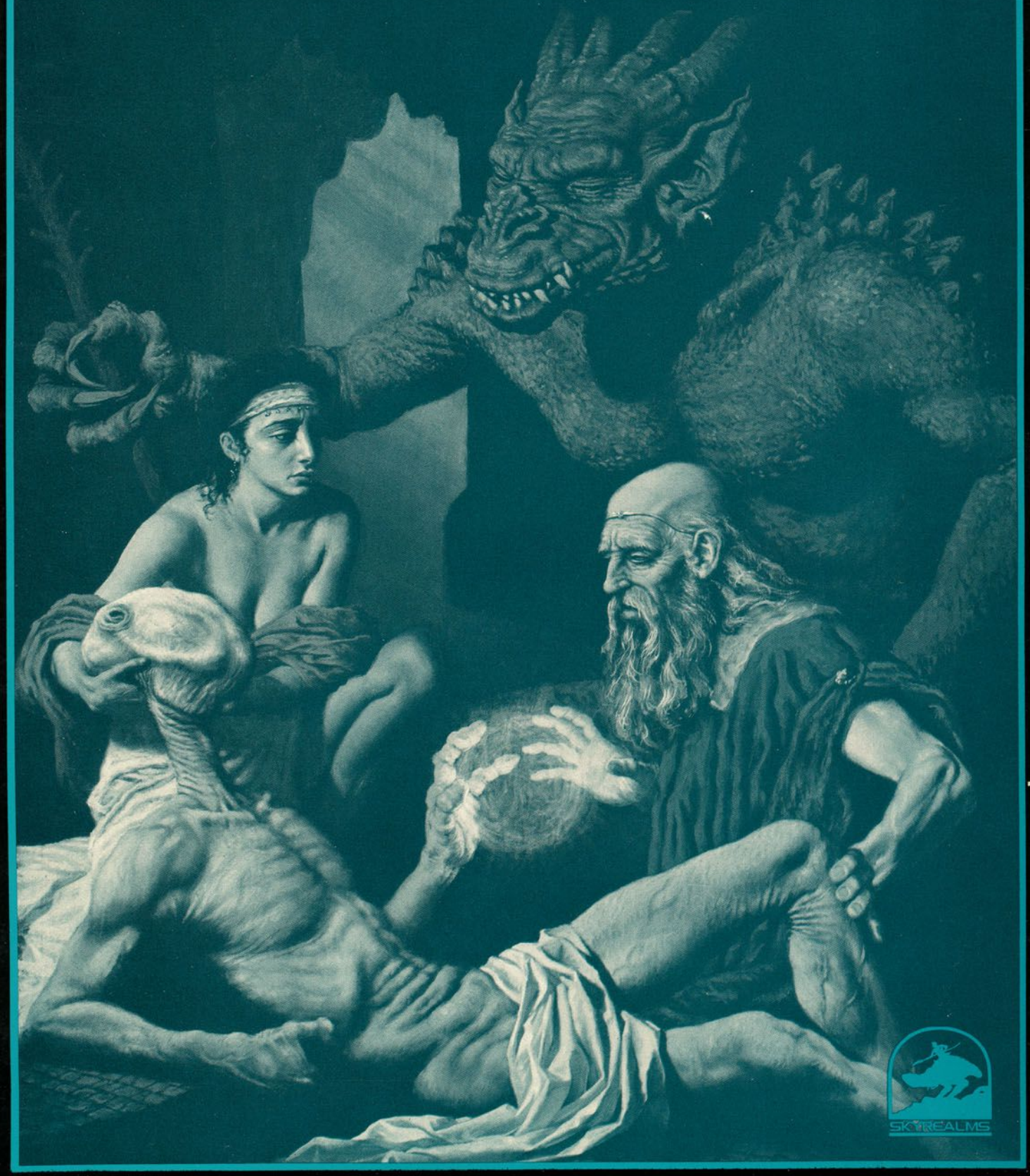
Tauther Guide

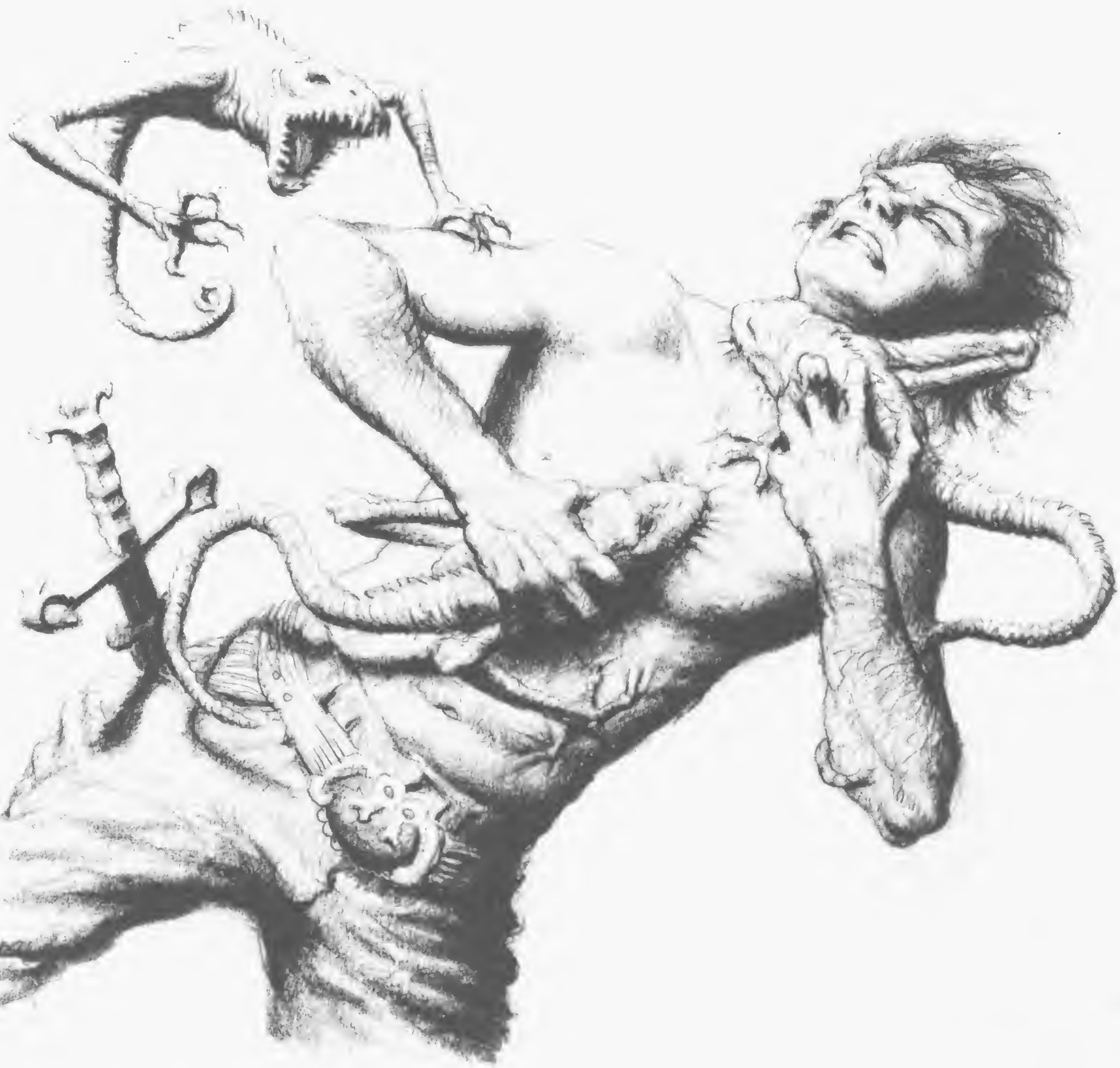


Tauther Guide

SkyRealms of Jorune

Andrew Leker, Miles Teves, Amy Leker

SCRAGGER: THEY WERE ON HIM BEFORE HE COULD SAY "QUIVERING TRID-NODES"



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FOREWARD

Burdothians of noble spirit, read on . . .

Tothis is an intent chosen by people of all ages. It is a stage on the way to becoming a citizen of Burdoth. With it comes an acknowledgement of responsibility that you will act in the best interests of the realm and its peoples.

Your copra will be inscribed in the Hall of Drenn, and on a metal challisk as well. Those who favor you, who think you Drenn-worthy, will travel here to inscribe their copra within your tablet. Others will inscribe their copra directly upon your challisk.

Those who mark for you accept great responsibility. Should you fail the realm, their reputations will be marked as well.

When you think yourself ready, the Drenn test may be attempted. Your challisk marks will be counted, your tablet appraised, the copras you bear referenced. You will be questioned as to whose copras you carry, and for what reasons. Your passage to Drenn status will be decided in the days that follow.

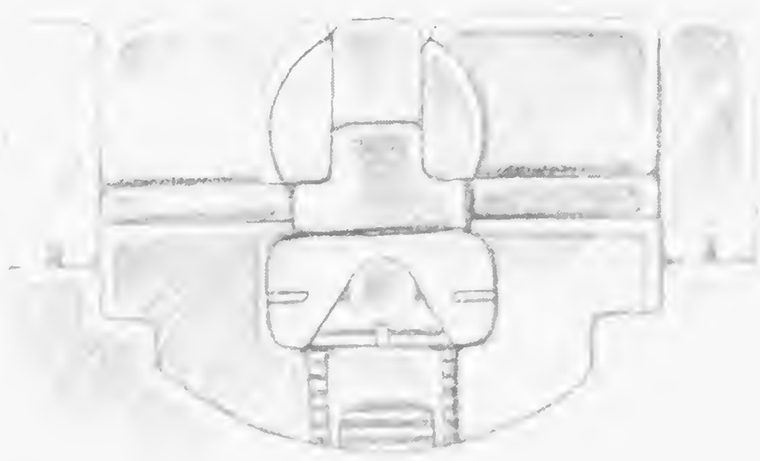
In entering the Hall of Drenn, you signify your decision to begin tothis. The steps you must take are detailed below:

- Inscribe your copra on parchment.
- Pay the 20 gemules required to start tothis. Your copra mark will be taken from you.
- The waiting period is usually one day.
- Return to the Hall of Drenn to pick up your challisk.
- Inspect your plate on the Wall of Drenn.
- Read through this Tauther Guide.

When you have completed each of these steps, you will be considered tauther, on your way to Drenn. Leave the Cryshell Citadel. Your tothis has begun.

The Tauther Guide is written by Kirra Ho-Trid, a thriddle in the employ of Ardoth. My friend is from a distant land; kee has seen much from eyes different from our own. Heed kis words, kee will guide you through difficult times. The rest of this book is kis. The Tauther Guide.

RHAN TROHAN
CHELL OF ARDOTH
ERIS 50, 3484

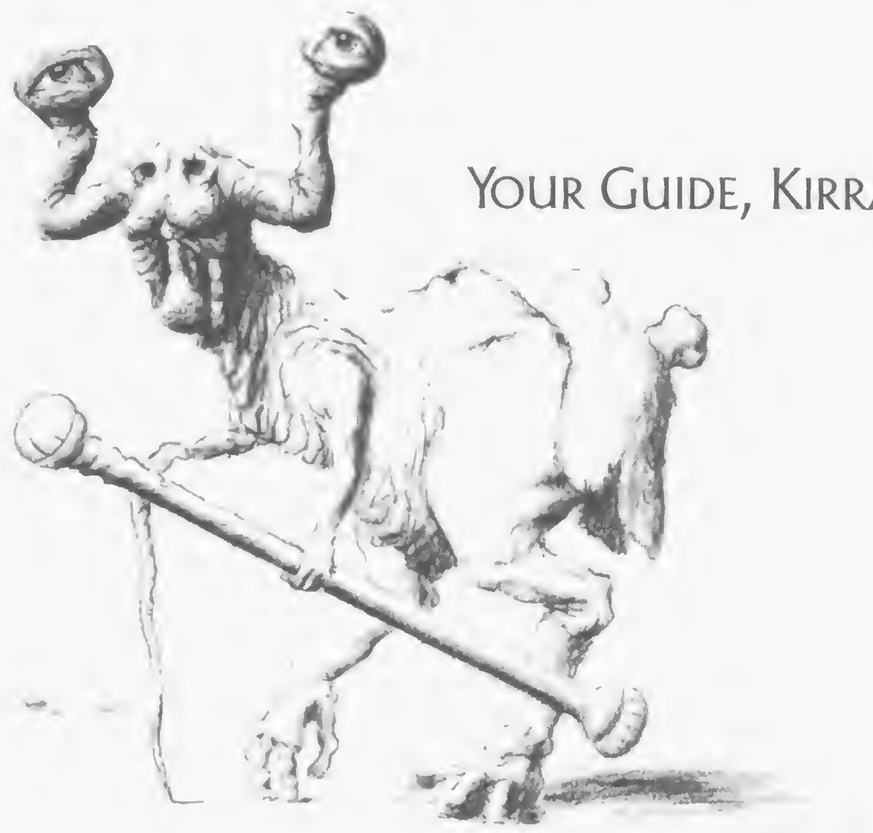


CHAPTER 2

THOSE YOU WILL MEET

I am Kirra Ho-Trid, of the island realm of Tan-Iricid. I endeavor to introduce you to the parts of Jorune which may have escaped your eyes. I give to you my experiences in the hope that your tothis can progress safely. Before we can continue, I review your most immediate surroundings:

Burdoth is your home realm. The capital city of Burdoth is Ardoth, located in the bay of Sychill. The Dharsage ruler is Khodre Dhardrenn. He has ruled since 3465, the year of his father's death. His sister, Saress, rules the Khodre, Burdoth's most distant land claim. The council of 10 shares authority with the emperor by the Treaty of Klein Khodre. Council seats are held by each of these realms: Burdoth, Dobre, Lundere, Tan-Iricid, and Temauntro. Your travels will take you to many distant lands. Here are my impressions of the races you may encounter.



YOUR GUIDE, KIRRA HO-TRID

Thriddle

I, Kirra Ho-Trid, am a Thriddle. Thriddle are a peaceful, benevolent race. There is never need to fear a thriddle. Our kind practice no acts of violence. Our desire for knowledge and experience in geography, the arts, and languages often bring us into your land of Burdoth. Our home is the island realm of Tan-Iricid which is located far to the west. Its capital, the Mountain Crown, is home to Jorune's greatest banks of knowledge. Here, with a giddyne, you can enter and read from our libraries, or learn from our scholars. Our language, Triddis, may seem difficult at first, but is well worth learning. The material available to you in Tan-Iricid will increase manifold for your efforts. It is a complement to any race to be addressed in one's native tongue, and thriddle will respond most warmly.

As representative of the Mountain Crown, I offer you greetings, and invite you to visit our home.

Seek out the thriddle for knowledge. The fadri will teach you, for a fair price. Thriddle love knowledge. It is the thriddle who can translate any tongue.

Thriddle math is the most advanced on Jorune, but is not applied toward destructive ends. Thriddle prefer peace to conflict, and neutrality is the rule. Our race collects knowledge, and preserves life. We maintain a neutral stance with realms at war.

Thriddle employ many to collect information. These are the "querrid," and they can be found wherever you travel. Answer their questions, for the good of Tan-Iricid and Burdoth.

Not all thriddle indulge in the scholarly arts, though all have ties to Tan-Iricid. A large coditch farming community of thriddle have settled in Cosahmi. Their crop is distributed throughout Burdoth.

The finest gift for thriddle, besides information, is the giggit larvae. Nothing will endear you more to a new thriddle acquaintance than a fresh pipe-supply, and the pleasant frame of mind created by the pipe will certainly cast a warm tone on the conversation to follow.

Thriddle can often be found traveling to the East Trinnu Jungle Lands in search of giggit. In recent years, the cleash infestation has forced us to travel in the company of other races. If you discover a thriddle in the Trinnus, take him as a friend; he will reward you for your protection.

But Don't the Dangerous Cleash *Infest* The East Trinnu Jungle Lands?

Giggit

The larval giggit is to be sought, the sleeping giggit is to be undisturbed, and the fanged giggit is to be feared.

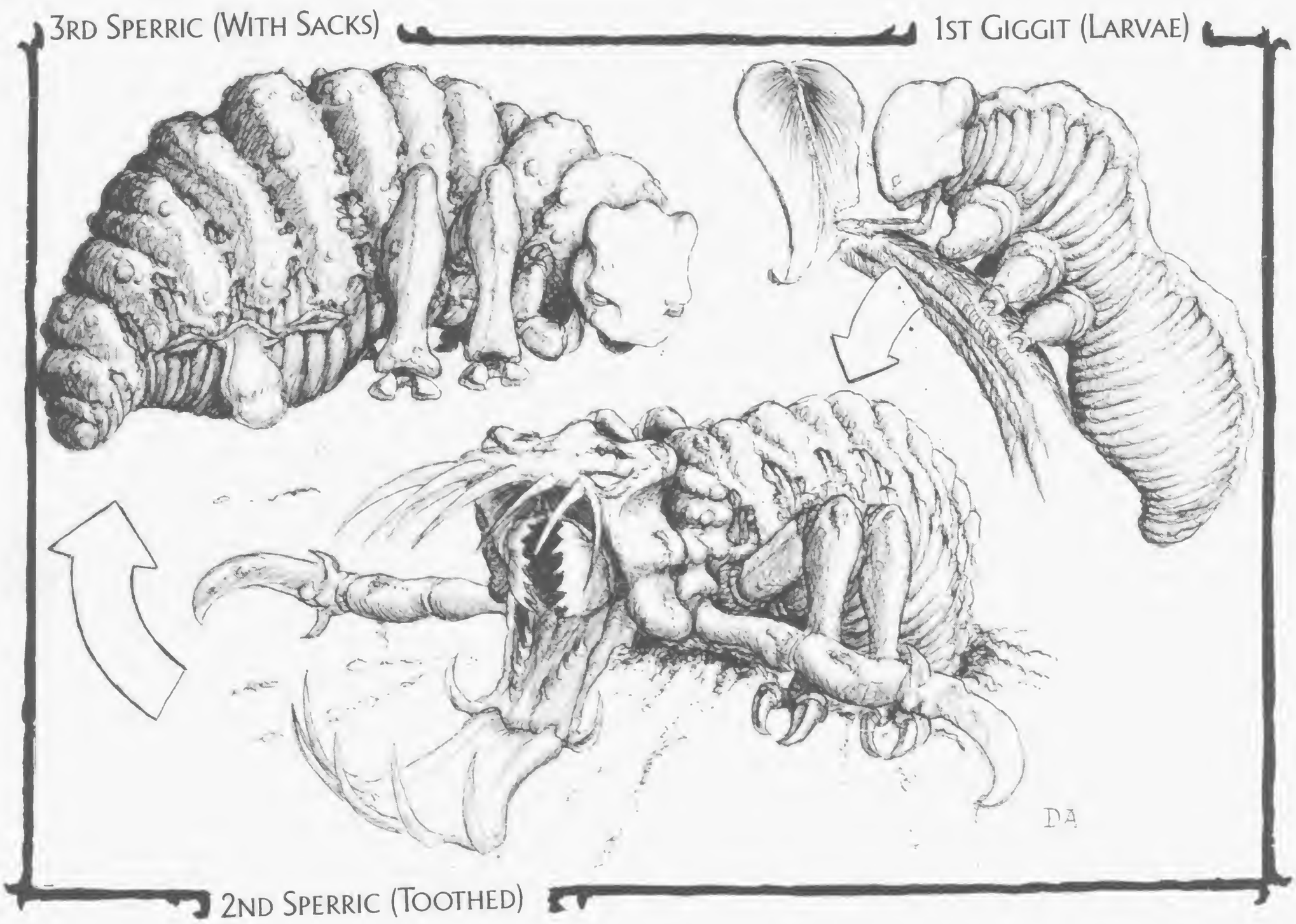
The giggit thrive in the East Trinnus. Their larvae fetch a high price in Tan-Iricid. Inhaled from a pipe, giggit create a soothing peace for thriddle who indulge. The high price of the habit reflects the dangers inherent in giggit gathering. Beware the cleash who feed on the giggit, the traps they set to catch them, and the grown giggit themselves. The two adult stages are called "spirrics." Avoid glistening pieces of metal and pots of boiling water if you come across them in the Trinnus. They are signs of active trapping, meaning that both spirrics and cleash are nearby.

Larvae enter their sleeping time underground. They ooze thick goo which blankets them in their resting period. They emerge with a fury, all teeth and hungry belly. After they gorge, they rest a final time.

Grown spirrics crawl from the ground as worms, teeth no longer intact. They weigh several meaty pounds. It is at this stage that they are temptingly delicious to cleash, who hunt them with a passion. It is also in this stage that they shed their larvae sacks, which take several weeks to develop into the giggit so popular in the Mountain Crown.

Larvae hunters must carry their catch in the Trinnu soil. The darker and moister the environment, the better are the chances that the giggit will survive to their final destination. Avoid extended journeys when carrying the giggit; unfortunate carriers may suddenly find that their larvae have both slept, and awakened.

The Life Cycle of the Giggit



Cleash

Cleash and scarmis share a rapport of dominance and submissiveness not intruded upon by any other species. They inhabit regions which are apparently hostile to them, but are rarely encountered outside their frigid borders. Scarmis are more frequently seen among other races, and are said to be under the guidance of the cleash when on their raiding parties.

Cleash are very fierce. They seek no communications with other races. They will attack you. Their capsules bring pain and death. Cleash capsules are produced by the creatures themselves. They come in a variety of forms, but all are small, about the size of a large nut.

The insidious cleash are, fortunately, rare. Their bodies are about the size of boccord, although their shapes are totally dissimilar to those of humans. Their home in the Ice Fields of Gilthaw keeps them far to the north of Burdoth. They have been sighted in the East Trinnu Jungle Lands since the Eris of 3464. Beware the cleash. They are enemies of Burdoth, worse than ramian. Fear them. They kill their own pre-hatched offspring to create their currency.

Now You Die, Thriddle Fool!

Scarmis

Where there are cleash, there will be scarmis. When scarmis are found alone, they present little danger. It is only under the influence of the cleash that they are deadly. The sparkles given off by a cleash's canther places scarmis in their control. Scarmis are not uncommon throughout the backwoods of Burdoth.

CRUGAR EXPLORING NORTHERN TEMAUNTRO

Crugar

Crugar populations are greatest in Temantro, a vast, unexplored region far to the west of the Doben-al. Beware these crugar, their words are twisted, their moods, sudden. Those of the eastern Temauntro coast are friendly, and hospitable to strangers. Their city of Chaln Imagri (pronounced Shawln Ih-maw-gree) is the only civilized center in all of the Temantro lands.

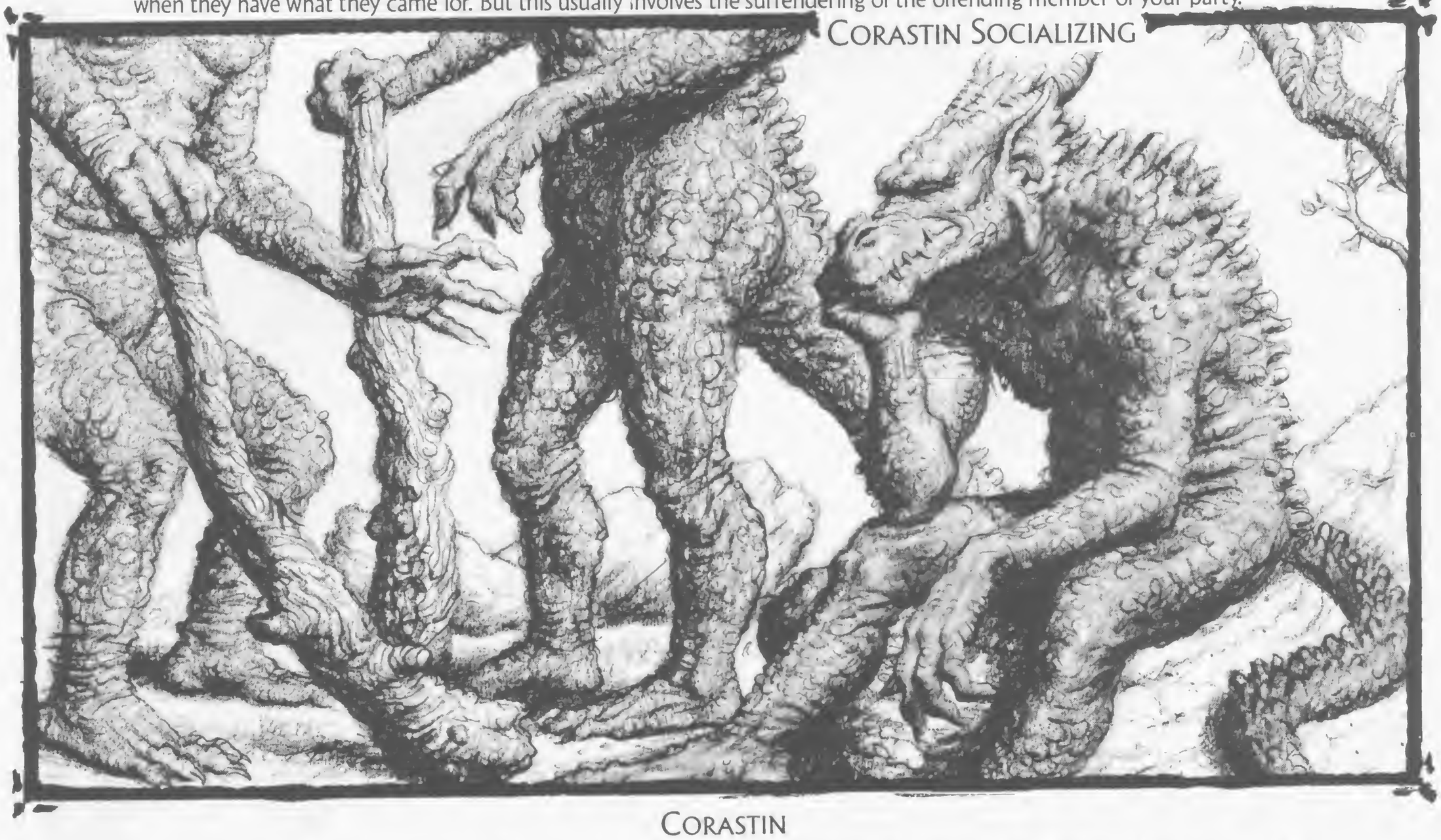
Especially along the Doben-al, crugar are not to be trusted. They have tormented woffen, and all others they contact. It was one of their kind who took life from Iscin, the giver of life. Do not even trust their appearance; crugar may take the stance of the think-less cougar, and so hope to appear only wild, and not able to scheme. Those disguised among cougar can sometimes be spotted by their command over a pack; otherwise, their true nature may not be known until they rise on two legs, or snarl a distinctive phrase in Chaun-tse.

An armed crugar may carry hooked swords. Some can launch dyshas of Desti. All will lash out with teeth and claws bared. They show no mercy, once the carnage begins, and often toy with their prey.

If in a shaky position of communication, to avoid arousing their wrath, pay particular attention to their language. If you learned your Chaun-tse in Burdoth, you risk the perils of a poor accent, often taken by crugar as a sign of disrespect. Pronounce "ch" with the softer "sh" sound. Do not flinch or show fear; stand your ground as much as possible. Never beg for mercy, especially before there is need. Whiners mark themselves as targets that crugar enjoy tormenting.

Cause the crugar no reason to avenge against you. Making concessions of crugar revenge can work to end the onslaught, when they have what they came for. But this usually involves the surrendering of the offending member of your party.

Corastin Socializing



Corastin

Corastin are the bulkiest race known. They are the body-guards, the construction workers, the laborers of Jorune. Their lack of sharp eyesight and hearing does not hinder them in their jobs—corastin are often used as intimidators.

On their own, corastin do not congregate in large settlements. Their pocket populations exist widespread over Jorune. The areas in which they settle are territories to be treated with due respect; tribute or violence is the choice of trespassers, when corastin are in a good mood.

When city-dwelling, this territorial aggressiveness is somewhat curbed. Often, they enjoy the company of others, and will undertake travels with friends or paying clientele. Corastin need their privacy; it is unwise to subject them to extended social situations. Never take a corastin on an ocean voyage of more than half a day. It is generally recommended that even short trips are not attempted, as foul weather or an unexpected turn of events can cause delay, and shorten the corastin's temper.

Corastin and bronth share the same abhorrence of slavery. It is wise to use tact and charming etiquette with corastin, even if you have hired one to cart your possessions around. Do not demean their labor, lest one end up as pulp dripping from the end of their powerful clubs.

Thriddle and corastin are well suited to each other. Thriddle are unctuously polite in their extravagant requests, and corastin respond enthusiastically to tasks at hand, when treated and paid well.

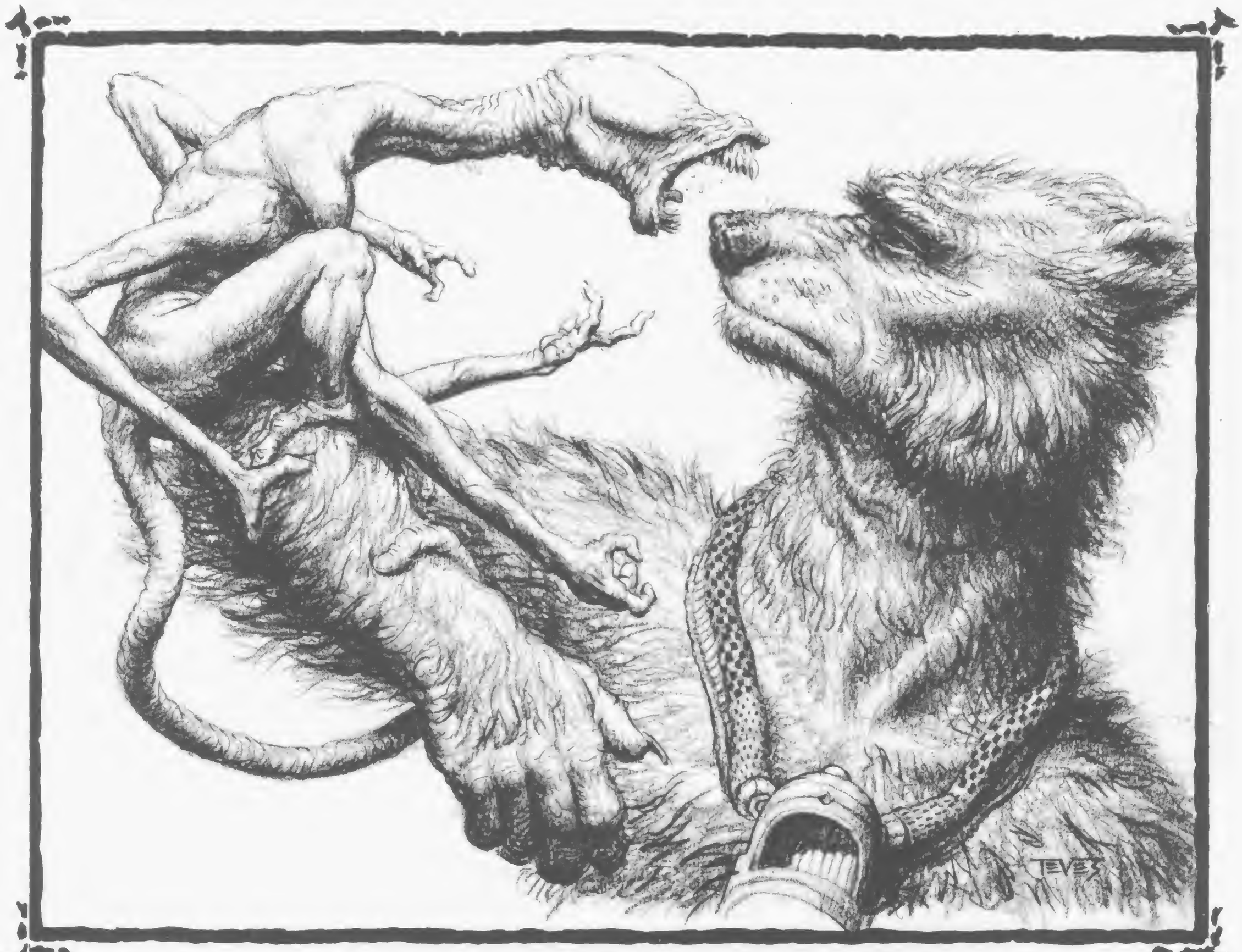
Bronth

Bronth are children of Iscin. They stand tall and proud. Boru, their language, is strong and somber. It is considered by many to be the perfect vehicle to transcribe historic events. Bronth honor the fine values instilled by Iscin, who found them more natural students of honor and chivalry than his first creations, especially the crugar.

Bronth are larger than humans, and even tower slightly over boccord. Regardless of height, those making the acquaintance of bronth are expected by them to be equals, until actions or attitude prove otherwise. Crugar and ramian, however, are never offered the benefit of this doubt. In the beginning, after murdering Iscin, the crugar enslaved the bronth. They have never been forgiven for this outrage, and the humiliation of slavery has not been forgotten.

The bronth realm of Dobre will be open to you. Bronth hold a seat on the Council, and they respect tothis. Woffen are extended welcome in Dobre; they suffered the inhumanity of the crugar in the beginning, as well.

Ramian are despised as the thorn in the side of Dobre, and it is Voligire trade with Ardoth that causes the most friction between bronth and humans. Ramian trade with humans has been an ongoing symbiotic swap: Ardoth gets daij, and ramian get the shirm-eh limilate.



The Bronth is not Amused by His Pet Tarro's Violent Attempts to Frighten Him

Woffen

Woffen are children of Iscin. Their bodies are covered with fur, which increases their apparent size. The woffen senses are keen; their hearing and smell have been likened to Tra-sense in their accuracy. Woffen are members of the Klein-Khodre Ardothian Council. They are a common sight in Burdoth. Their realm of Lundere lies far to the east, even further than the realm of Dobre. Their capital is the port city of Yobreh

Woffen: Walking From a Shenter

Although they take an interest in the affairs of muadra, they are more inclined to spend time in the company of humans and boccord. They respect caji for intervention in the Ninindrue Plague Slaying of 2943. Caji saved thousands of woffen lives. Woffen have an extreme dislike for crugar, their executioners (tormentors) during the plague of 2943. Woffen also blame crugar for the death of the creator, Iscin; this murder forced the Iscin young upon the world without guidance.

Woffen tend to indulge in the pleasures of food and drink. Their stomeh and wholl make for long parties and howls of laughter in their wooden shenters. The authew are not dangerous, as they may appear. Although liquored beyond normal rationality, their tendencies are non-violent. The heavy drinking of stomeh is responsible. The "wretched ones" usually keep to themselves.

Croid Attacking Cleash

Croid

Croid are not as slow as they make themselves appear. Do not doubt their agility. Once they have lulled an opponent into a deadly sense of underestimation, they lash out with deadly speed and accuracy. They do not need weapons, and usually carry nothing more advanced than a makeshift club. Their natural crudge armoring provides defense, and their bulk and strength carry them through their offense.

Their crudge armoring is both a blessing and a curse; although fairly taught in combat, it reacts nightmarishly to cold. In frigid climates, under exposure to freeze dyshas, and when attacked by the cleash "cold capsules," the crudge grows rapidly to insulate the croid. This creates a powerful itching sensation. Because of this condition, croid prefer temperate climates, and can be found in the deserts and plains of Jorune.

Croid and scragger enjoy a symbiotic relationship. The croid's crudge skin grows too quickly, and can become so thick that movement is restricted. This is where the ravenous scragger comes in; they dig into the crudge, gorging themselves while cleaning the croid. It is not uncommon for the scragger to attach themselves semi-permanently; if they become a nuisance, the croid can easily pluck them off and dispose of them. Croid-eating scragger are not likely to seek new hosts when already in a comfortable position; beware the unattached scragger in search of a meal.

Thivin

Be not disrespectful, buy the goods of thivin, but watch your yules. Thivin have an easy way of selling; it is their trade. Thivin goods have value, but the price must be made to match.

Thivin artful mastery of language is not only for trading; they speak their songs in their soft, melodic native tongue. Their love of bargaining is equalled by their love of music. Thivin create and play instruments of many types, including dichandra stones, whosins, jampers, and tenter-shines. Thivin are the only race able to truly play the harmonious crystal-music-rods.

Thivin craftsmen are masters of wood-carving, jewelry, and weaving. They produce the fine gauthi rugs. Their paintings are highly valued. In Ardoth, exhibits of their works crowd many citadel streets.

Thivin Traders Assessing Their Wares

Acubon

East of Khodre, beware the acubon. They live in the many lakes of the region, and do not appreciate intrusion. Elsewhere, the acubon can be safely approached. Some acubon will travel, but know this about them: they cannot stay from the water for long.

Acubon produce the beautiful, opaline coleel. They will often sell these gems (but never their secret).

It is practically impossible for non-acubon to converse in their tongue, and they will be unable to speak Entren. Communication will be largely through gesture. Even in this simple form, it is possible to insult the sensitive acubon. Once enraged, they attack with a fury.

Shantha

Shanthas are the ancients. Their language is too complex even for thriddle. Their culture was the highest the world has ever known at the time of the Human/Shanthic war. Now it is rare to encounter the shantha, except for the Ca-Tra, who trade their talents for shanthic artifacts. Respect the shanthas, for they posess the greatest talents of Isho sculpting known on Jorune.

Shantha With Cle-eshta

Blount

Blount were the first children of Iscin. They are dwellers of the dark swamps. They have a language foreign to Entren, and human efforts to communicate are rarely effective.

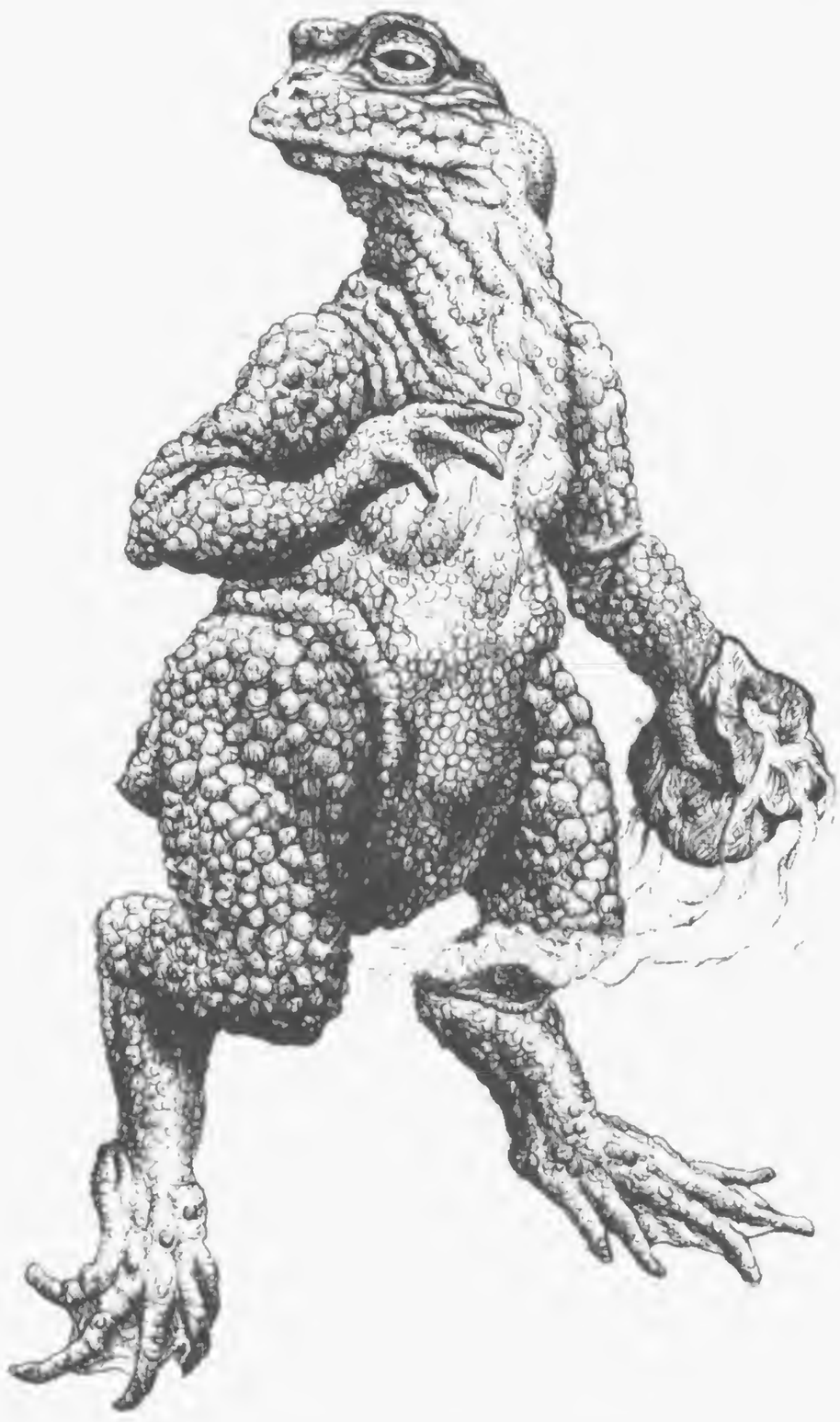
The amphibious blount nest in mud shelters. They avoid contact with strangers, and will often ignore those who wander into their territory. When privacy is desired, blount are able to quickly clear the area by releasing mathin, a limilate with a smell that non-blount cannot tolerate. Blount spend their days concocting mathin, and will occasionally sell it to traders familiar to them, seeking metal goods in exchange.

Blount travel is limited to the swampy environs. They will never be found in other terrains.

Salu

Though the salu must remain in water, this does not hinder their contact with humans. Some incleps in Burdoth are even equipped for salu travelers; they maintain salt water "tanker bins" for their soaking pleasure.

Salu build and navigate the salu chausis, the fastest sea-going vessels on Jorune. They are often for hire, and will usually carry passengers, even when on a mission.



Blount Trailing Whisps of Mathin

Ramian

Although rare, ramian may be seen from time to time in Burdoth. The ramian motto, Rurvi Tchorco, powerful silence, means just that; most ramian will be simply uninterested, but not overtly hostile. Their tall, slender bodies stand a full reach above the human height. The exterior of a ramian is hard, crusty. Their bones cover their bodies. Beware their bolas, for with these weapons they will bring down their enemies.

Ramian are to be feared. They are to be avoided. They mean you harm. Their home realm of Voligire is more than a month's journey by sea. Their purposes in Burdoth are not friendly. Report the location of ramian to patrols wherever you are. Only the Chiven Rachu-eh can be trusted. They are distinguished by purple blemishes located about their temples. The strain of supressing the chiveer rage causes the veins close to the surface in their temples to burst. The chiveer ramian are especially dangerous. Bone protrusions on a ramian's face indicate the time of chiveer. Fear this sign. Upon seeing sprouting chivs, leave the ramian, even if he is hoast, guide, or has been friend. The most evil of ramian in chiveer will attempt to conceal their nature by staining their temples with berry juice. Only the ramian traders who bring Burdoth supplies of daij are safe to interact with. They wear the head-band rags which drape about the back of their heads.

Without the shirm-eh limilate, ramian heal very slowly. Let them not possess it. It is said that a ramian unsure of recovery, will never attack.

The ramian will always sense your mood, and will know your actions as soon as you. Dyshas sent will be anticipated. The facalties of these creatures are astounding.

Rild and Clafe, Blood Boiling With Chiveer Passions Strike Out Into the Black Bogs of Voligire, a Relentless Unthinking Wall of Carnal Agression.

TEVES '85

CHAPTER 3
THE WILDS OF JORUNE

Danthro Krose

The Drenn, Danthro Krose, provides here his experiences with some of the flora and fauna you may discover.

Non-Intelligent Life

The life out there will eat you alive, if you let it. To survive in the jungles, the swamps, the deserts, and forests, stay on guard. Wasto can slice you to shreds, spirrics and scragger can take chunks out of you the size of durlig loaves. Camp in places you can defend. Take turns taking watch. Don't travel with tauther who can't take care of themselves, or expect to wind up on the end of a thailier.
Here are my descriptions of some outdoor creatures.

Wasto

They usually call these things "scrade." I say "wasto." These crusty bugs are muadra sized. Their sherrids (sharp arms) can cut you down. Wasto might appear at any time, they burrow underground. The thriddle creatures usually know where wasto are, I'm not sure how, but take a thriddle along if you're worried about wasto. They'll usually mark off wasto sites where they find them. Look for sticks in the ground.

When fighting wasto, try to crush their shells. Use a club. Don't eat their pasty multch innards. Only croid and corastin can eat this rot. Cut off their sherrids and take them with you; some places they're worth a bounty.

Tarro

Tarro can get in the way if they don't know who's boss. Their screetching is the real problem. Leave the ones you find in the wild to the trappers and trainers. If you want a pet, go to the Ardothian Bazaar.

Tarro have a habit of grabbing what they can. Wild tarro hang from trees overlooking rivers and roads. Their bodies are small, their teeth are big. Take a lesson from the tarro-loving bronth: even they toss food to their pets at feeding time. Watch your fingers and hands.

Giggit

Giggit: Worth a bundle, but find out about cleash eating habits before going into the Trinnus for them.

Pibber

Furry and forgettable, except when thisting.

Farg

These swamp beasts eat anything. Don't end up as a farg's crackly snack.

Vintch

I'm can't stand being cooped up. Maybe you'd like it.

Scragger

Look at the picture.

Mandare

You've done something wrong if you get killed by a mandare. The troughs they leave in the ground are hard to miss. If you find yourself up against one of these rolling walls of meat, run like a beagre on fire. They look slow, but they get going pretty fast when their bellies are flopping.

If you somehow kill a mandare, slice the thing open. You'll find all the junk it couldn't digest stuffed inside, unless it just flushed out its pouch.

Dhar Corondon

Corondon are walking arsenals of thailiers, teeth, and lightning blasts. The biggest are called "Dhar Corondon." They get as tall as trees. Stay away from any kind of corondon. None are easily fought.

Their long nails are called thailiers—each corondon has twelve. Shanthic blades are made out of these claws.

If you somehow manage to kill a corondon, cut off its thailiers, and slice open its chest. The chest plate is what thailierian armor is made of. If you can get these parts to armor smiths fast, they can be used for shanthic blades and armor.

Wolves

Wolves are vicious. They're four legged, and travel in packs. One by one they're easy to kill, but in big groups, its a different story. You can hear their howling at night.

Cougars

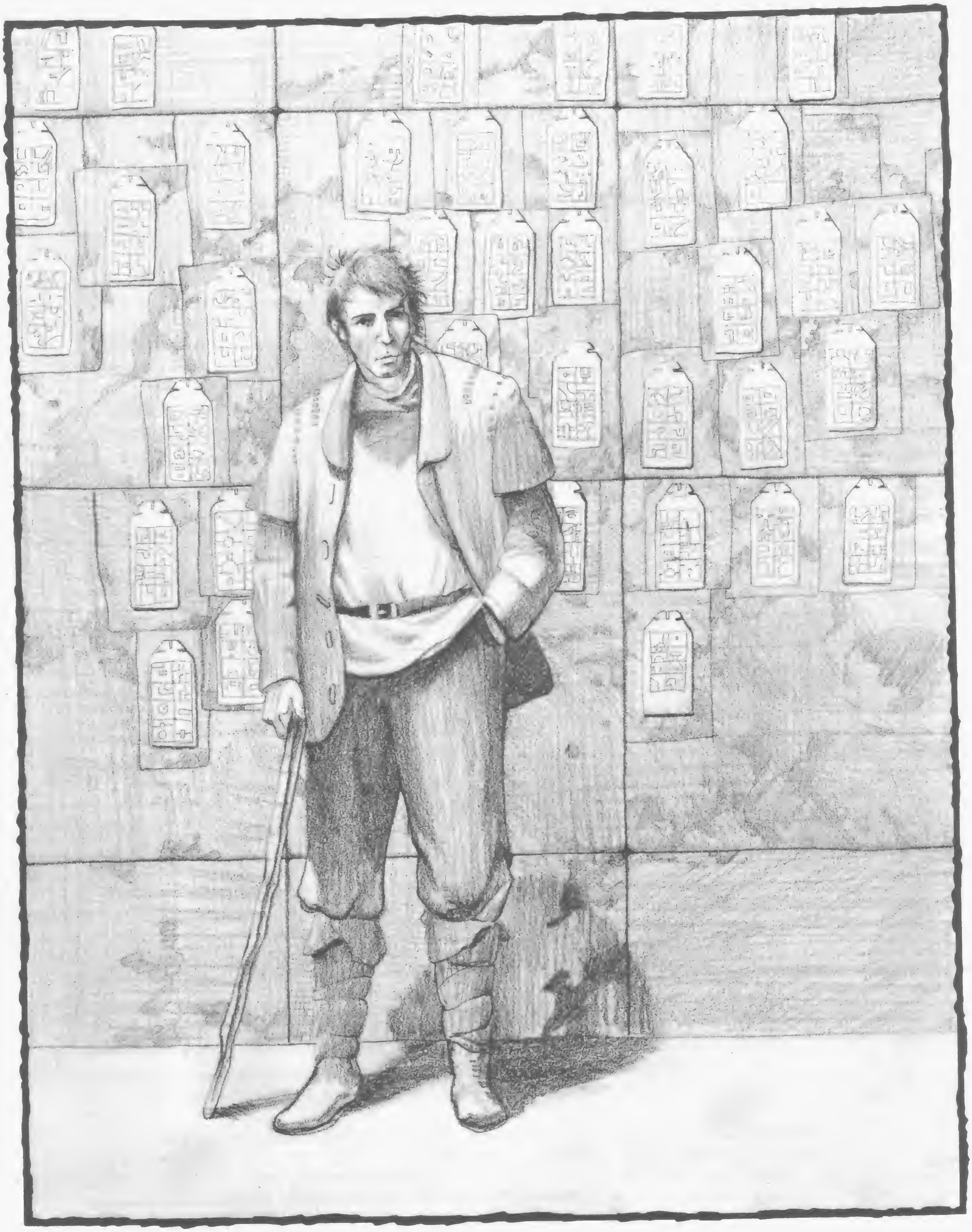
Cougars look like crugar on all fours, but they're different. They can't talk. They're just animals. It's better to get them at a distance, cause once they get in close, their claws and teeth can rip you up.

Traveling

Watch what you eat. I already said not to eat wasto paste. The leaves of the trevice fern is especially poisonous. So are the red berries of the tumbernaw vine-bush. Pibber like tumbernaw, and can eat the berries okay, but keep them away from tumbernaw, this is the home of duradon.

You can eat durlig, gerrig, emmersol petals, and tithen roots. Durlig keeps you healthy, but it's hard to swallow. Gerrig's even worse, but you can find it anywhere. Thriddle really like the orange emmersol pedals; they sure brighten up a durlig dish. Tithen roots hold water—they taste bad, and might make you feel bad, but if you're thirsty, eat them.

You can find water all over Burdoth, but look out for stagnant ponds ("Temantro poison holes"). Throw rocks into water before drinking it. If there's something alive in there, you'll see it before it gets a chance to bite your face.



This is me, Danthro, standing at the Drenn Wall. I'd just gotten my silver challisk. In those days, I didn't know what glittering metal and boiling water were for. That explains the cane.

CHAPTER 4

HISTORY

Jorune Time Line

0 War between the Humans and the Shanthas
1 Iscin creates blount, crugar, woffen, bronth, tologra
600 Maytrish protects the muadra, thivin, salu, and acubon. Khaun Gauss becomes a city.
2934 Caji Gends trained by Sho Copra-Tra, Sholari of Tashka
2946 Caji returns to his backwards little village; shows other muadra the ways of Copra, trains them in a peaceful manner. Bennid Ho-Gomo is also trained (his knowledge later filters down to other races).
2946 Ninindrue Plague Slayings
2946 Caji trains his band in the Desti; they defeat the crugar murderers. Woffen relations with muadra improved.

3371 Salrough Gomo born
3385 Thriddle math breakthrough in the theoretical description of warp mappings. No applications possible yet.
3391 Thriddle now in contact with various races. Thriddle in much stronger contact. Salrough grows up in a the dawn of a new era.

3418 Crugar started their mass invasion/assault across the Dobenal. Led by Chaln Docha.
3435 Crugar invasion picks up momentum. The humans of Gauss take notice. Woffen and bronth become involved.
3437 Energy weapon rediscovery: result of warp progress of thriddle. Humans begin large scale take over.
3442 The humans with energy weapons face opposition from the caji, woffen, boccord, non-energy humans. Backing from bronth.
3445 Accord is reached between humans and other forces. Treaty of Klein-Khodre established. Strong human power base maintained in Ardoth. No active warfare for a decade. Secret human/ramian trade of shirm-eh for daij meat begins. The first "daijic" appear in Ardoth.

3455 Maustin Caji: Veterans of the war against human aggression.

3459 Maustin Caji attempt to take Tan-Iricid. The Mountain Crown suffers some damage.
3460 Maustin Caji contained by Salrough Gomo, Thriddle Seer of the North-west Woodlands.

3464 First cleash sighted in the East Trinnu Jungle Lands.

3469 Human concern over cleash sightings prompts fewer expeditions into the Trinnus.

3470 Ardoth bans East Trinnu Travel for cleash threat. Shirm-eh cut off from Voligire.

3472 Human and bronth attack ramian ships in the Sea of Sychill, heading for the East Trinnu Jungle Lands in search of shirm-eh. Ramian assault begins. Northern coastlines of Burdoth, Dobre, and Crendor all under siege.

3484 The present.

History

The history of Burdoth has been recanted many times. Certainly, the human versions have received the most attention. The writings of a non Burdothian may shed light onto the realms recent past.

Written in Boru, and translated back into Entren, these essays were written by Hodu Ho'own, Bronth emissary to Ardoth.

The Wars of This Century

Although the area now known as Burdoth was never really at peace, many years passed without the outbreak of major war. It was in 3417 that crugar made a massive drive through the territories of Burdoth; this set off a chain reaction of events. Only now are the politics starting to settle down. Under their charismatic leader, Chaln Dolcha, the crugar crossed the Doben-al, pillaging everything in their paths. When they finally reached what is now Burdoth, they took Khaun Gauss, and burned it to cinders. In 3421, they crossed the western Liggit mountains, and started their approach of Ardoth. It was in this same year that the energy weapons were re-discovered.

An epic in itself, the discovery of the caches came through a thriddle warp mis-calculation. Intrepid human explorers found an underground stronghold left undisturbed for millennium. Although the connection seems vague, the history of thriddle at this time had much to do with the development of the war.

The young human prince Khodre of Ardoth brought these weapons to bear against the invading forces. The results were staggering. In little over a year, the Ardothian force had taken whole territories away from the crugar. Khodre's expansion was far from over. The crugar driven back, he enlarged his power base, conquering nearby towns and territories as far west as the Doben-brough mountains, and as far east as what is now called Heridoth. Only the East/West Trinnu Jungle lands were an obstacle to Khodre.

Dobre was concerned. The bronth knew that, left unchallenged, the Ardothians would continue their assaults, gaining more and more strength. The Sychill sea would surely be their next step. Thriddle intermediaries tried to initiate a truce, but the humans under Khodre would waste no time with thriddle.

Dobre and Lundere were allied even at this time. They fortified the western Dobre coastline, bringing in troops from all over their land. Minor skirmishes ensued. Large scale human attacks, launched out of Heridoth, broke the western Dobre coasts. The casualties of this war dwarfed those of the crugar invasion of only two years past. In the ensuing battle, muadra returned to the "Way of Gends," taught to them by Caji Gends hundreds of years earlier. Exactly who passed on this knowledge is not known.

Refusing to back the humans, muadra defended themselves. The threat of "killer" muadra panicked human populations. Muadra were banished from the towns and cities of the new Burdothian empire. Together, struggling to stay alive in the woodlands of Burdoth, the muadra passed on to each other their dysha skills. In a little over two years, hundreds of them were armed with Desti. They were the Maustin Caji, the Cunning Powers. They would be banished from their homes no longer.

Now facing opposition from the west by the Maustin Caji, and from the east by the bronth and woffen forces, Ardoth was forced into a truce. The thriddle arranged an accord. The treaty of Klein Khodre (Klein Ko-Trid, thriddle ambassador, dealt the accord) was officiated. The Dharsage ruler Khodre would remain in power, but was forced to share his rule with a council of 10, representatives from all the affected realms. Ardoth's boundaries were trimmed from their great size down to what is now Burdoth, and the North and South Khodre realms. Rule of Heridoth was relinquished. The council was made up of three Ardothian citizens, one member of the Heridoth ruling class, one representative from both North and South Khodre, one Dobre representative (a bronth), one woffen (from Lundere), and a thriddle from Tan-Iricid. A crugar representative from Chaln Imagri is present from time to time.

The Maustin Caji disbanded, but muadra-turned-caji were never again to be a thing of the past. Every year, more and more muadra raised their children with the teachings of Gends. The kerning bays and daijic patrols were the eventual means for humans control over muadra in their cities. Ardoth was prepared with 600 daijic when muadra started to return.

In the years that followed, muadra gained more rights, more leeway in human society. The muadra veterans of the war, however, were always seen as enemies of Burdoth; they were even hunted down in some cases. The truce that they had helped to establish reaped them no reward. These caji saw the thriddle as responsible; they had arranged the accord.

Living first in southern Burdoth, then forced through the East Trinnu Jungle Lands by human persecution, down into Anasan, the remains of the Maustin Caji bided their time.

In 3455 a group of muadra blasted their way through the Thantier realm down to the Sea of Cerridus. They commandeered a ship and traveled to the thriddle island realm of Tan-Iricid, a realm without an army, without weaponry. They savagely struck out at the thriddle. It was the Mountain Crown's darkest hour. Only through the help of Salrough Gomo, Thriddle Seer of the North West Woodlands, was the destruction of the Mountain Crown averted. The Maustin Caji were dismantled. Their five year reign of terror ended.

Since that time, the only major war has been the Ramian Gire Assault of 3472. It ravaged the northern Dobre coastline, and parts of northern Burdoth. Some blame the invasion on the human Dharsage rule of Burdoth. It is said that the human trade of shirm-eh limilate for ramian daij meat made the invasion possible for ramian.

Human Control of Burdoth

The human realm of Burdoth at one time controlled vast stretches of nearby continents. The Ardothian's discovery of caches of Earthtec changed the nature of the war they waged against crugar invaders in 3435. Young Prince Khodre expanded Ardoth's influence. With energy weapons at his disposal, it was no longer enough to simply *drive out* the crugar scourge. Vast areas of land were taken. Heridoth became Ardothian warlands. Even attacks on the coast of Dobre were made.

Forced to terms by the allied races (which included the then still active Maustin Caji), the Ardothians gave up their claim to much of the occupied lands. The Ardothian Dharsage ruler, Khodre's son, Khodre Dhardrenn, now shares power with the Ardothian Council. Human control of the Burdothian lands is no longer absolute. Although the Dharsage army is more powerful than that of the council, its imperialistic tendencies have been curtailed by its presence.

Human culture within Burdoth has had to adjust to the presence of muadra and their dyshas. It is just now becoming common for humans to carry naull crystals, with which they can display their own minor copras. Some humans even seek to brighten their copras with excursions to the kerning bays.

The task of maintaining a population of daijic is of prime concern in Ardoth. Humans fear nothing more than their own muadra getting out of control. Although actual daij meat is no longer employed on a massive scale, a contingent of clear crystal readers is always present (they are still called daijic).

Burdoth and Dobre's main diplomatic dispute is over the human's/ramian interaction in the trading for daij meat. The bronth do not object to humans acquiring daij meat for security, it is the reciprocal arrangement where-by humans pay the ramian for the daij with the "shirm-eh" limilate. Without shirm-eh, ramian heal very slowly. The ramian who attacked the northern coast of Dobre and Crendor would not have made their siege without a means to heal. Were it not for the Ardothian's refusal to admit that the practice existed, negotiation would have progressed more rapidly. At present, an accord is in effect which bans any shirm-eh trading with Voligire.

Ardoth's wealth of Earth-tec remains the one power source untouched by the treaty of Klein-Khodre. The humans still poses this powerful arsenal; its is controlled entirely by the Dharsage and his subordinates. Although the actions of the Dharsage are carefully scrutinized, small scale energy weapon use is seen as an element too complex for the council to monitor.

Drenn and Kesht may apply for Earth-tec items through their kims. Given worthy causes, and favorable odds, the Dharsage powers usually permit such distribution. Fairly detailed records are made before any item is relinquished to citizens. The object's identification number, along with the person's goals, method, and itinerary are all clarified with the Drenn applicant. Duration of borrowing is discussed. Those who are late will may find their reputations somewhat marred by the episode. Ardoth treats its energy weapons seriously.

History of Muadra

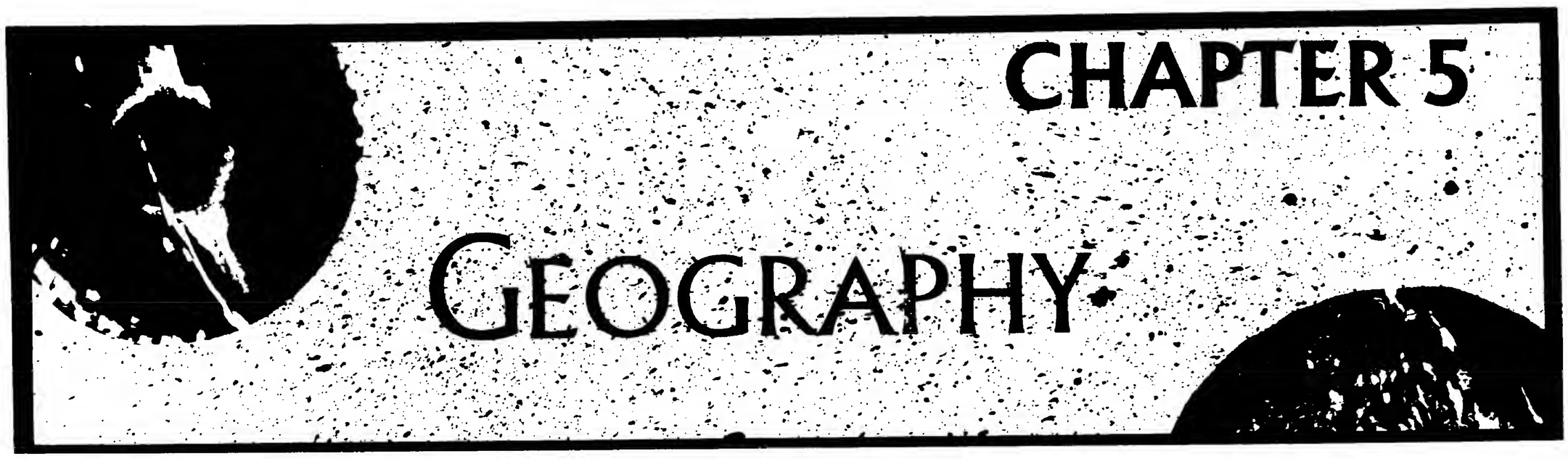
The history of the muadra race takes many twists as it makes its way to the present. Muadra have been faced with circumstances that have dictated their progress.

It is only since 2934 that they have come to understand their abilities. It was in this year that Caji Gends stumbled upon the remains of a shanthic temple and was taken as apprentice by Sho Copra-Tra, Sholari of Tashka. Caji Gends learned quickly, with the help of shanthic sarceens (learning devices). Returning to others of his race, he taught only the more passive color groups (like Ebba, Gobey, Launtra, and Tra). The Ninindrue Plague Slayings in 2946 warranted an expansion of skills; muadra were trained with Desti, Du, and Shal. At the end of the Plague Slayings the trained muadra kept a low profile to avoid expulsion from human settlements. The "Caji threat" loomed for the humans of the day. Although dysha skills were passed down from generation to generation, the more violent ones were mostly abandoned. Then, in 3442, a band of caji grouped in an attempt to stop the energy weapon bloodbath. They were the Maustin Caji. They rediscovered and honed their Shal, Desti, and Du dyshas. Their assaults were highly successful; within a few years the humans relinquished their occupied lands. Horrified at the thought of muadra takeover, the humans drove them from their homes in Ardoth before the end of the war.

The treaty of Klein-Khodre was established. It forced the new realm of Burdoth to accept muadra, woffen, bronth, and thriddle.

At this point, there was no stopping the muadra population from becoming dysha proficient. Their survival had been threatened, and they had survived with these skills. Forced to accept muadra into their realm, the Ardothians made a secret agreement with ramian of Voligire: Daij meat was to be traded for large quantities of the shirm-eh limilate. Human daijic would be able to maintain security throughout the Burdothian lands. Especially in Ardoth, the use of Isho would be easily detectable.

In these early days, Ardoth had not even the kerning bays for muadra children; they were forced out of the city every few days to kern. The practice of dyshas was strictly forbidden, and was a capital crime. Limitations on Isho use within city limits has gradually become more and more permissive. At present, there are more than a dozen kerning bays in Ardoth. Permits can be obtained for Isho use out of the kerning bays. Even with these cultural advances, Burdoth makes it more difficult for muadra to receive copras for their challisk. Drenn who are caji may give only one copra mark to tauther each year, as opposed to the human and boccord limit of 5.



Burdoth and Other Realms

The descriptions of Burdoth and the surrounding countryside will help you in your travels. The descriptions of distant lands are provided as a source of cultural understanding. There are many omissions, none of which will prove crucial to you in your journeys. The map of Burdoth is for travel. The map of Jorune will give perspective.

Burdoth's control extends into her sister realm of Khodre, located far to the west. Saress Khodre rules there. She is sister to Khodre Dhardrenn. Burdoth's Dharsage ruler. Although Burdoth is on friendly terms with Khodre, both north and south, each realm has its own vital interests. Burdoth's borders have remained basically intact since 3445, the end of the Energy Weapons War.

Ardoth: Burdoth's capital, Ardoth, is located just inland of the Sychill Bay. The city has a population of approximately a quarter million. Ardoth is heavily human, but nearly all races have some contingent here. Within Ardoth's citadel, Cryshell, lies the Dharsage Palace and the Ruling Council. You now stand in the Hall of Drenn. This citadel is open to Drenn and Kesht only. Visitors like yourself are escorted through Cryshell to see its fine collections of art.

There are many kerning bays in Ardoth. These are the only places where dysha use is allowed. Permits can be purchased for 1 gemlink per day. They allow restricted dysha use in certain parts of the capital.

People travel to Ardoth to apply for citizenship from all parts of Burdoth. Within the Hall of Drenn you will meet many from distant regions.

Khodre

North and South Khodre are sister realms of Burdoth, under its power. After driving the crugar out of Burdoth, the Ardothians went as far as the Temauntro border to keep them away. A contingent stayed there, giving Burdoth a sister realm under her rule, called Khodre.

Especially on the border between Khodre and Temauntro, the cities of this realm can be extraordinarily violent with an explosive mix of races. Few yordigs are maintained. Temauntro crystals and limilates bring heavy trading to the border regions; this commerce has a slightly civilizing effect.

Burdothian Cities

The following is list of descriptions of the major Burdothian cities:

Miedrinth: South of Ardoth, this city borders the East Trinnu Jungle Lands. Miedrinth is a major center of crystal and limilate trade. Although cleash have been spotted in the Trinnus over the last twenty years, their numbers appear to be few in Miedrinth. People from Miedrinth are known for their curious habit of chewing Girrig, a bitter, wild Durlig common to most of Jorune.

Cosahmi: Burdoth's main coditch-growing town is Cosahmi. People from this area are fond of their native coditch, and will often pay a high price for it when away from home. Cosahmi's durlig comes from the eastern valley to its immediate east. The population here is mainly human, although there is a large thriddle contingent.

Lelligire: Located on the northern tip of the Burdothian lands, this city of fifteen thousand is a major center of ocean trade. Although Humans predominate here, there are large groups of Boccord, Muadra, and Bronth. The people of Lelligire (named after a Ramian Gire who pillaged the local coastline), are known to be hospitable and generous. Their preoccupation with clothing makes them distinctive in any setting; fabric from Lelligire is said to be among the best. Those of this city will often be familiar (and even fluent) in bronth.

OTHER IMPORTANT NOTES FOR BURDOTH

The Sea of Sychill: This sea separates Dobre and Burdoth and is controlled by both realms. Control of the channel between the two realms establishes influences over shipping and trade throughout the entire region.

Sychill Bay: The calm bay in which Ardoth is nestled.

Lands Surrounding Burdoth

ETJL: East Trinnu Jungle Lands: Located to the south of Burdoth, these jungles have long been the home to the insidious cleash. Crystals and limilates can be found in abundance here. The Burdothian city of Miedrinth borders the north, while the realm of Anasan borders the south. These lands are dangerous and should not be crossed without dire need.

Heridoth: Realm to the immediate East of Burdoth. Heridoth is weekly allied with Burdoth; since the violence done to them earlier in this century, the Herdothians have little interest in Burdoth's desire to control. They do not share Burdoth's zeal for imperialism. Their country has been ravaged. Burdothian wars have, historically, always been fought in Heridoth. The country is now fragmented. Burdoth's small eastern border is heavily patrolled.

What is now Heridoth was once part of Burdoth, but by the conditions of the Klein-Khodre treaty, Heridoth is under separate rule.

Anasan: This southern realm is located just below the East Trinnu Jungle Lands. It is populated mainly by woffen, humans, muadra, and boccord. The realm is friendly to Burdoth, but is not involved politically with the Ardothian council. Anasan is large, but has a low population density. There is no central power here. Rule varies from one part of the land to another. Its military is taken from the population, and is not volunteer. All those who are in the land may be taken to serve at any time.

Dobre: The realm of bronth is located on the eastern side of the Sychill Sea. Dobre's capital, Tlon, is heavily patrolled. Order is maintained. The bronth have no trouble amongst themselves, but outlanders have been known to stir up trouble. Burdothians are again in favor in Dobre. The political turmoil concerning ramian trade has quieted down.

The Doben-al: These are the plains connecting Burdoth with Temauntro. They were crossed by Chaln Docha and his crugar forces earlier this century in their attempt on Ardoth. The Doben-al is still populated by crugar bands. Take care if traveling through. Burdoth makes no effort to control these lands.

The lands of the Doben-al are unstable. Ground tremors are frequent. The Sho-sen (Isho weather) here is very weak. Caji will find themselves near Isholess in the Doben-al. Occasional Isho storms stir up the area, lighting up the skies.

Temauntro: The crugar wilderness located west of Khodre and the Doben-al. Mainly large plains, rolling hills, and high mountains, Temauntro has large crystal deposits which spark trade between the crugar and the Khodrens.

Chaln Imagri: The only city in Temauntro. Named after Chaln Dolcha, crugar leader. The city is friendly to creatures of all races, save woffen. The crugar here are "western crugar," not "Khodre crugar." They can be trusted and traded with. There is strong trade between Temauntro and the thriddle of the island realm of Tan-Iricid.

More Distant Lands

Ros Crendor: This is a realm of boccord located east of Khodre. Although originally bronth controlled, the land has changed hands several times, over the centuries. Ros Crendor isolates itself from other nearby realms. Although outlanders will not be treated with hostility, the Crendorians of the northern Doben-al have little tolerance for ignorance of their ways. They are somewhat tribalistic, but they are also organized. The powers of Ros Crendor are in contact with each other through a large network of power. Their "small wars" with Khodre have left them organized for conflict.

Crendor: This bronth realm has no connection to Ros Crendor except for the similarity in the names of the two realms. Although bronth once occupied Ros Crendor, that land bears no association with them. Crendor is located on the northern coast of Dobre, the bronth realm. It is an ancient bronth land which now serves as their military base. The bronth of Crendor are more militaristic, and less hospitable, than others of this race. Travel throughout Crendor is restricted to only those outlanders with pressing business. Casual travel through Crendor is not permitted.

Thantier: This realm of humans (no boccord, no muadra) border the northern edge of the Cerridus Sea. The Thantier realm is not on good terms with Burdoth. Although the two realms are not at war, their customs and cultures are so divergent that normalized trade is made difficult. Their rule is not as centrally located as Burdoth. Pockets of power control small sections of the realm. The Sage rulers of this realm share power. Different parts of Thantier have been at civil war for hundreds of years.

In Thantier, Drenn and kesht status are not observed. The crude Thantierians disregard Ardothian status; they are distrusting of all outlanders. If not for this realms' access to Tan-Iricid, Thantier would be rarely frequented. Their strict yordigs make it difficult for Burdothians to stay out of trouble—and the herris!

The easiest means of travel to Tan-Iricid is through the southern Doben-al to Thantier. From this realm, overland transportation is made easy by paved roads which lead to the sea. Ships travel to the Thriddle realm often. Those wishing a Tan-Iricid excursion need only the money to make the trip.

Although within the closest reach of Tan-Iricid, Thantierians make little use of the nearby thriddle facility. They consider thriddle more as an oddity, their island, an home of "thone" (non-humans).

Sharharras Sea: The sea to the west of Thantier, north-west of Drail.
Sharrid bay: The bay to the direct west of Thantier.
WTJL: West Trinnu Jungle Lands. The continuation of the East Trinnu Jungle Lands located just to the south-west of the East Trinnu.

Lundere: The woffen realm. Its capital is Yobreh. Lundere is marked by mountainous terrain. Although there are few high peaks, the land is difficult to pass through. The woffen who live in Lundere are friendly to Burdothians.

Jasp: This human realm has a small muadra and boccord subpopulation treated on near-equal footing. Jasp is located far to the north, in the furthest lands of Temauntro. The realm's capital, Aylon, is described as the most beautiful on Jorune. The Jaspians are a pleasant people, not unlike Burdothians. They have great respect for the Drenn and Kesht of Ardoth. Although their military power is significant, they prefer to stay out of the affairs of other races, maintaining a neutrality. They trade heavily with Temauntro's northern cygra population, and have even been known to deal with ramian and cleash.

Jasperian bay: This bay is located just south of Jasp.

Tan-Iricid: This is the thriddle Realm. Its capital, the Mountain Crown, is carved into the side of a mountain. Here, creatures from all over Jorune come to study. Languages, arts, and mathematics are all thriddle-taught. Entrance to the halls of the Mountain Crown is open to those who purchase giddynes. The thriddle of Tan-Iricid are responsible for the 3445 treaty of Klein-Khodre. They have political dealings with most realms of Jorune, and are often used by leaders as advisors.

Sea of Cerridus: This sea is the home of Tan-Iricid, the Thriddle Island Realm.

Drail: This large sprawling territory is populated by muadra, humans, and boccord. Thriddle inhabit its northern coast.

Sillipus: This south sea island is restricted to all Burdothians. Travel to this island is strictly prohibited. Ramian and cleash infest these southern waters. Any Burdothians caught are singled out for cruel treatment.

Voligire: This ramian realm is located north of Dobre and Lundere. Its black bogs have lured many to their deaths. Travel through the ramian lands is prohibited by Ardothian Council rule. The realm's capital city, Vinteer, is home to the "Ramian Gire," who are responsible for the ramian wars of previous years.

Because ramian cannot heal properly without the shirm-eh limilate, they often travel through the rich lands of Burdoth, seeking this plant. Ramian once provided Burdoth with its supply of daij meat for muadra control, but as of 3477, the Ardothian Council has prohibited such sales.

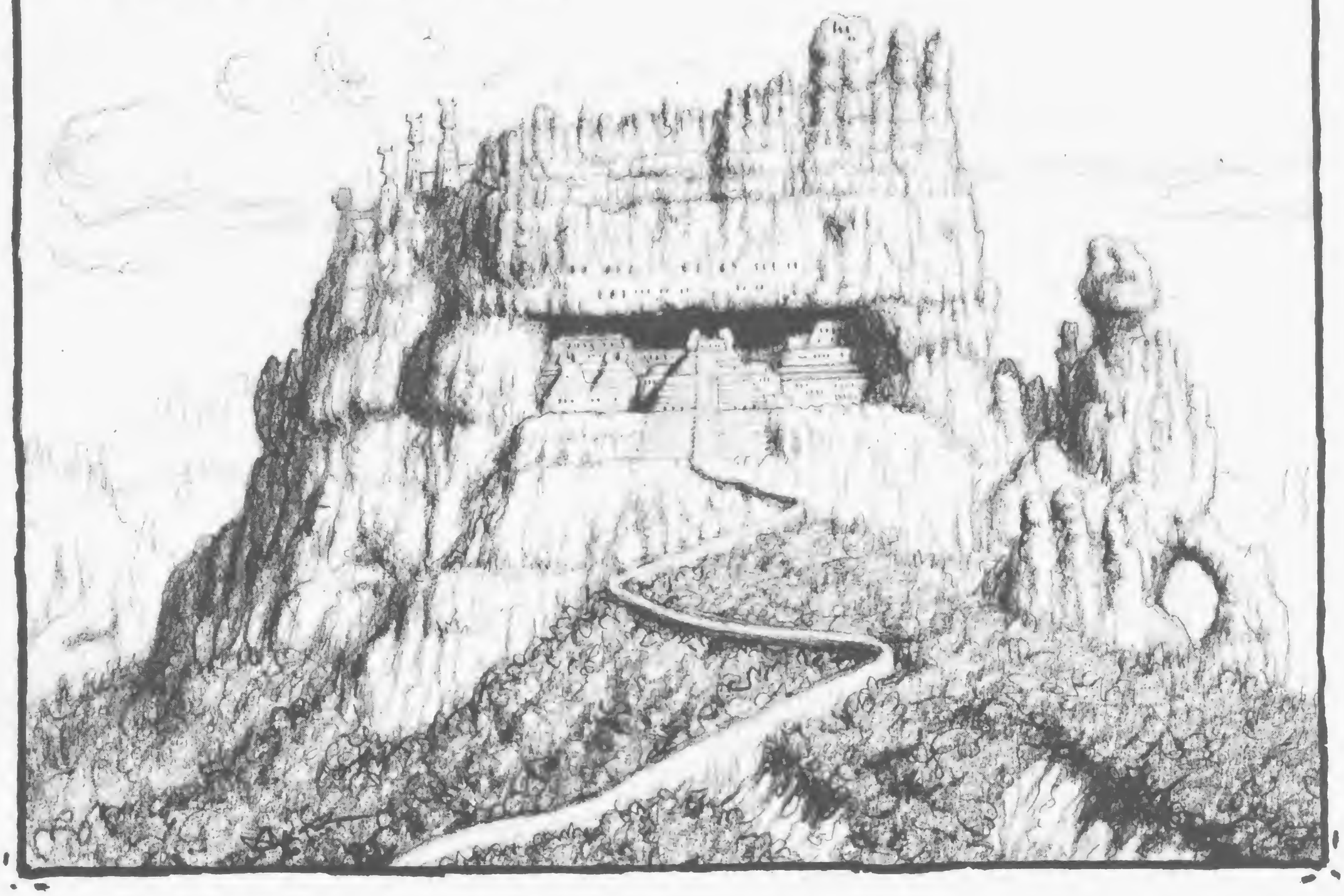
Waters of Vosule: These are the waters south of Voligire. Ships that stray too close to these waters sometimes disappear. The torrential storms and violent Isho disturbances make these waters dangerous year round.

Ice Fields of Gilthaw: This far north region is home to the violent cleash. Any unreported contact with the Gilthaw cleash, even trading for giggit or cleash eggs, is punishable by death in Burdoth. The cleash lands are strictly forbidden to Burdothians.

Delsha: The island located far to the west of Temauntro. Its culture and peoples remain a mystery.

ARDOTH MARKETPLACE

TAN-IRICID, THE MOUNTAIN CROWN



THE DOBEN-AL
N. KHODRE
S. KHODRE
ROS CREMOOR
THARTIER
TAN IANCIN
SEA OF CERDIS
SHARRAD BAY
SHARRAKAS SEA
DRAIL
TEMAUNTRO
CHALLIN IMPORI
JHSPERIAN SEA
DELSHAN SEA
DELSHA
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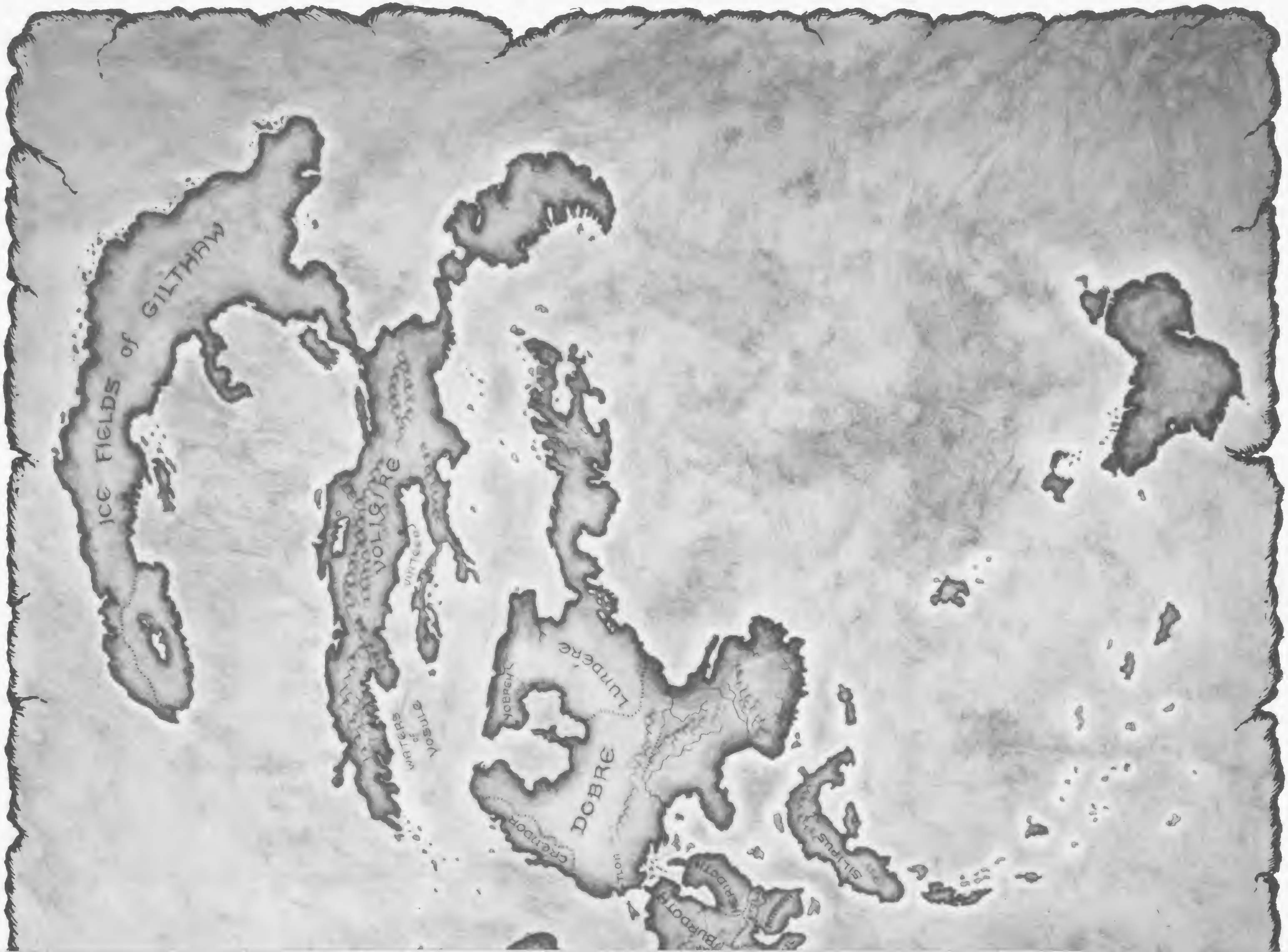
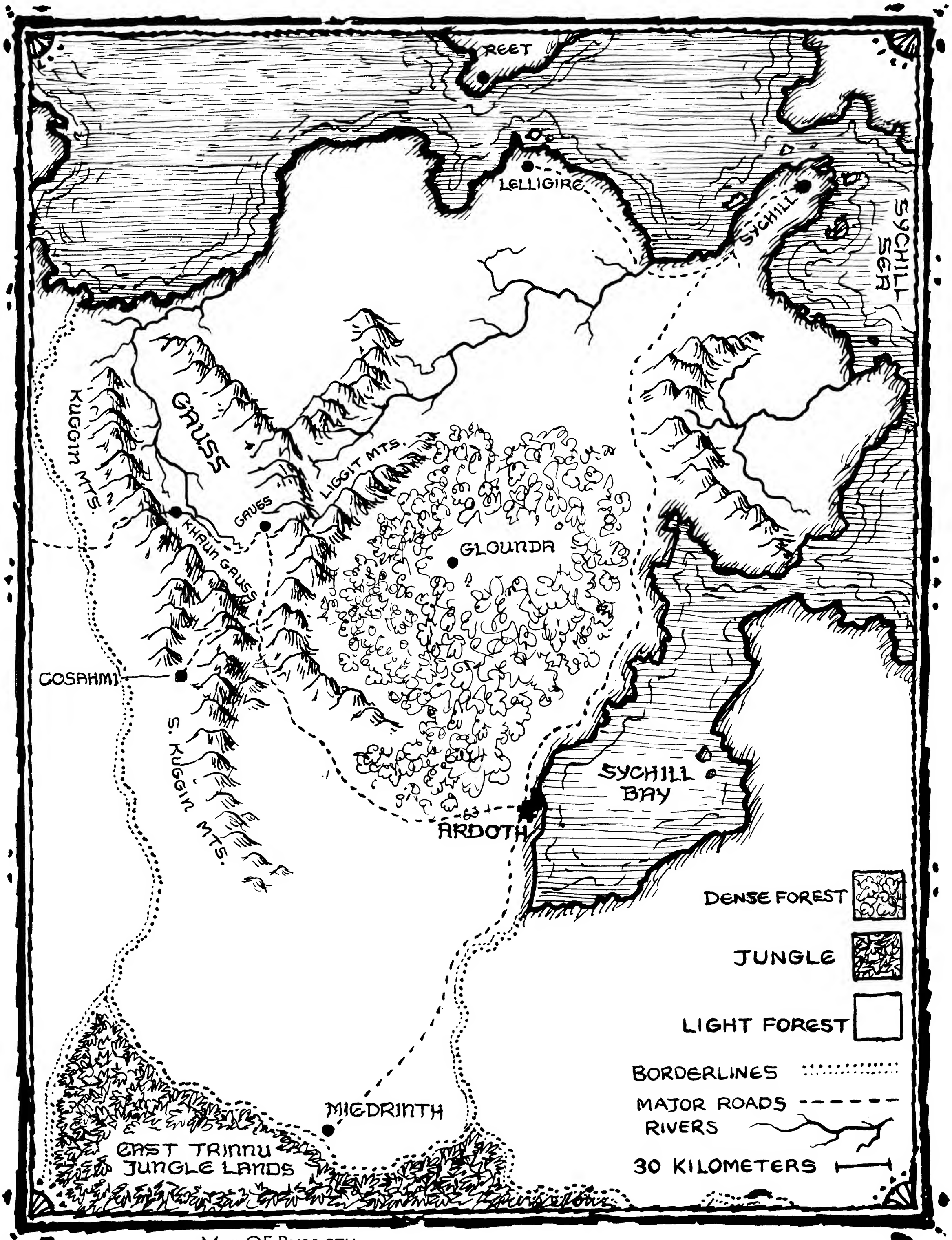
S


ICE FIELDS of GILTHAW
VOLIGÈRE
LUNDERE
DOBRE
SILIPUS



MAP OF BURDOTH

CHAPTER 6

CULTURAL NOTES

Keshtia Marllis Mishayne

Cultural Notes

• Thriddle sit only when in friendly company.

Muadra should display their naull when presenting themselves, or joining a group.

• Look bronth in the eye.

• Woffen have a tendency to overindulge. When there is danger, help them overcome the temptation of stomeh with distraction. They will thank you later.

• Scarmis not directed by cleash are not so dangerous, and can occasionally be communicated with.

• Corastin accept tribute. Quantity, not value is the key. Do not attempt to short them.

• Never demean the work of corastin.

• The Chiven Rachu-eh are safe. Avoid their destruction. Ramian in chiveer are fair game. Bounties are common on chivs.

• Tauther should display their challisk proudly in all lands but Thantier.

• Tauther must defer to Drenn where appropriate.

• Tauther pay for all inscription costs they incur both on their challisk, and on the Drenn Wall.

• Tauther are to uphold the yords.

• Watch miscommunication in all languages, especially crugar.

Daijic

The controlled use of dyshas is taken seriously in civilized areas like Ardoth. Daijic are the patrollers who detect illegal dysha use. They are stationed throughout human cities. It takes several daijic to pinpoint the exact location of dysha use. Daijic can see the traces of residual energy on the palms of creatures who have recently used dyshas. Such ability is important, as dysha use in Ardoth is a crime, especially the Desti dyshas. Temporary permits are neccessary for in-city dysha use, except in the kerning bays and cases of self defense. The kerning bays are the only acceptable places for muadra to discharge unwanted energy. It is here that teaching and practice are permitted. Muadra who are young or dysha-illiterate must kern every few days. The naturally absorbed energy will escape their bodies one way or another, and daijic don't appreciate triangulating on some fool who hasn't "kerned" (those who just bleed Isho uncontrollably). Ardoth has more than a dozen kerning bays, three of which remain open all night. Eight of the bays are reserved strictly for kerning. No dysha practice or training is permitted.

Humans can temporarily gain the ability to see Isho when they eat the meat of the daij (a sea-going enervor). The first daijic relied solely upon the daij meat for this ability. Modern daijics use sculpted clear crystals. Due to prejudice, muadra cannot become daijic in Ardoth.

Sho-sen

Muadra carry pouches of line-dust and a Tra-map for reading the Isho weather. When caji meet, their fist order of business after displaying their naull is to discuss Shocen "Sho-sen" (the energy weather). By comparing their recent experiences with the local Sho-sen, they can figure out where "Isho-rich" locations might be, and the zones of nullity.

Naulls

The naull orb is a visual statement about the orb weaver's personality. Person's may be asked to display their copra (Isho signature) or may ask others—the idea behind this custom is to clearly expose the stranger's true nature. Younger characters must be careful about who they thrust their crystals upon.

Naull Reading

The copra of the orb's creator is displayed in different colors which maraud about the orb's surface. Isholess creatures (like ramian) can create no naull. The colors in a naull relate to the person's strengths in the various dysha groups. The brighter the color, the greater the mind's pre-occupation with that color group. Here is a list of the dysha groups and the color associated with them.

Shal:	Blue
Ebba:	Yellow
Du:	Amber
Gobey:	Brown
Desti:	Red
Launtra:	Green
Tra:	White

Those "reading" an orb are usually allowed to examine it in great detail. By placing a finger or palm near an area of the naull, the motion of its color slows. In some areas it is a sign of respect to stand at least a foot away from a naull, so as not to alter its form in any way. Should a shantha show his naull, he will surely expect this courtesy.